

Appl. No. 10/072,672  
Amdt. dated Oct. 6, 2005  
Reply to Office Action of July 12, 2005

**Amendments to the Specification:**

Please replace paragraph 0011 (page 5, lines 1-23) with the following amended paragraph:

[0011] A seller who places an item up for auction will also include the duration of the auction. Typically, the activity on an auction will start out slow with the activity reaching the apex at the very end of the auction. A desiring bidder will soon realize that they must have online bidding presence toward the end of the auction. The bidder for an item up for auction has the option to either manually participate in the bidding process or to utilize the online auction house's automated bidding mechanism. The manual process is usually the preferred method where the bidder will follow the online bidding history and update their bid as needed to retain the highest bid price up to the bidder's highest ~~willingly bid~~ price the bidder is willing to offer. As the close of the auction nears, the bidder will actively compete with other buyers to retain the highest bid price. As a compliment to the manual bid process, the online auction house typically provides an automated bidding agent that acts on the behalf of the buyer whether or not they are physically connected to the online auction. The buyer will select the item to bid and enter their starting bid price along with a maximum bid price that they are willing to pay for that item or service. The buyer's maximum bid price is not visible to other users within the online auction house. The agent, unlike the buyer, always knows the minimum reserved price, if any, set by the seller and will increment the bid price to the minimum reserved price if this price is within the buyer's maximum bid price. As part of the buyer's bidding process, notification of events relating to the auction item(s) are sent to the buyer typically through electronic mail. The types of events in which the buyer will be notified by the online auction house include no longer being the highest bidder, the end of auction results (winning bid), and the remaining time on auction.

Please replace paragraph 0014 (page 6, lines 14-20) with the following amended paragraph:

[0014] Traditionally, a bet or a wager is placed with a bookkeeper on the outcome of an event. The bookkeeper will generate revenue by charging a percentage of proceeds earned by a gambling participant. In addition, the bookkeeper will track the wagers placed by the

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participants and the progress of the gambling event itself. Usually the bookkeeper will vary the odds of the event as to balance or bring equality to the gambling event. For example, a soccer team can be given two goals to their final score, since the opposing soccer team is viewed to be better than them by two goals.

Please replace paragraph 0016 (page 7, lines 5-15) with the following amended paragraph:

**[0016]** Technological advances in the Internet now provide the capability for online gambling to utilize an Internet server to perform the roll of bookkeeper. Some of the advantages of online gambling are: providing for online gamblers to view the latest changes in odds, easier tracking of monies won/lost ~~won/less~~, social/language barriers are easier to overcome while providing a safe surrounding environment, gambling participants can learn through free practice sessions at their own speed, and electronic commerce eases collection problems. Some potential disadvantages in the technology advancements of online gambling are the potential for anonymous money laundering, the complexity of distribution of winnings, the increased risk of children gaining access to gambling sites, and the increased risk of a gambler becoming engrossed in the gambling event.

Please replace paragraph 0018 (page 7, line 21 through page 8, line 6) with the following amended paragraph:

**[0018]** Recently, to meet the needs of session participants who cannot remain at a fixed location and/or device having a session client, online services are providing wireless access to their services and associated Internet sites [[site]] using Internet enabled wireless devices, such as cellular telephones and pagers. The Internet enabled cellular telephone, for example, can include a session client with the same functionality as a session client within a fixed device, such as a personal computer. Similarly, a pager can receive alerts relating to the status of a particular online session. One drawback of real time actionable events experienced in online auctions and gambling is that the times of the events do not always coincide with the user's preferred method of online participation.

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Please replace paragraph 0033 (page 10, line 18 through page 11, line 3) with the following amended paragraph:

[0033] As required, detailed embodiments of the present invention are disclosed herein; however, it is to be understood that the disclosed embodiments are merely exemplary of the invention, which can be embodied in various forms. Therefore, specific structural and functional details disclosed herein are not to be interpreted as limiting, but rather should be interpreted merely as a basis for the claims and as a representative basis for teaching one skilled in the art to variously employ the present invention in virtually any appropriately detailed structure. Further, the terms and phrases used herein are not intended to be limiting; but rather[,,] are intended to provide an understandable description of the invention.

Please replace paragraph 0034 (page 11, line 4 through page 12, line 21) with the following amended paragraph:

[0034] Referring to FIG. 1, an electronic block diagram of an online communication system 10 in accordance with the present invention is shown. As illustrated, the online communication system 10 preferably includes a plurality of session clients 12 for communication with a plurality of online servers 14, wherein the session clients 12 and the online servers 14 are preferably interconnected through the well-known worldwide Internet computer network 16. Each of the plurality of session clients 12, such as a first session client 18 and a second session client 20, includes client software to interface within the online communication system 10. Each of the plurality of session clients 12 can be a client residing on a user's session device, such as a personal computer, a Cable set top box, an xDSL home gateway, a satellite gateway, a wireless gateway, or an equivalent. It will be appreciated by one of ordinary skill in the art that, in accordance with the present invention, the interface capabilities of the client software can also be designed into client hardware of a session client. Each session client 22 of the plurality of session clients 12 further includes a client identifier 24. For example, the first session client 18 includes a first client identifier 26 and the second session client 20 includes a second client identifier 28. The client identifier 24 of the session client 22 is a unique identification within the

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online communication system 10 for directing information and data to a particular session client within a session device. For example, the client identifier 24 can be an address of a mobile device or an IP address and number of the port of a fixed network device. To communicate with at least one of the plurality of online servers 14, the session client 22 establishes a communication connection 30. For example, the first session client 18 establishes a first communication connection 32 via the Internet computer network 16 for communication with at least one online server 34 of the plurality of online servers 14, such as the first online server 36 and/or the second online server 38. Similarly, the second session client 20 establishes a second communication connection 40 for communication with at least one of the plurality of online servers 14. It will be appreciated by one of ordinary skill in the art that the communication connection 30, the first communication connection 32, and the second communication connection 40 can be a physical connection, or alternatively can be a logical connection where the act of connecting and disconnecting is a logical one. Further, each communication connection 30 can be a broadband connection, such as Digital Subscriber Line (DSL) or cable television, or could utilize a narrowband connection, such as like an analog modem. Each session client 22 of the plurality of session clients 12 is operated by at least one account user 42. The account user 42 is an individual who uses one or more session clients to communicate with the plurality of online servers 14 along with other account users. It will be appreciated by one of ordinary skill in the art that the account user 42 can communicate using one or more session clients. For example, a first account user 44 can establish communication with the plurality of online servers 14 using the first session client 18, and, in accordance with the present invention, also using the second session client 20.

Please replace paragraph 0035 (page 12, line 22 through page 13, line 6) with the following amended paragraph:

[0035] Each session client 22 preferably includes a plurality of client data 46. The plurality of client data 46 includes data associated with the session client 22 and data associated with each online session within [[for]] which the session client 22 is currently participating, has participated in, or plans to participate in with within one or more of the plurality of online servers

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14. The plurality of client data 46 can be divided up into one or more client data portions 48 as illustrated in FIG. 9. The first session client 18 includes a first client data 50 and the second session client 20 includes a second client data 52.

Please replace paragraph 0037 (page 13, line 20 through page 14, line 13) with the following amended paragraph:

[0037] The online server 34 includes [[a]] server data 58. The server data 58 preferably includes a server identifier 60 for the online server 34. The server identifier 60 can be, for example, a unique selective call address in a wireless communication system. Alternatively, the server identifier 60 can be an IP address, or an IP address and associated number of the port assigned to the online server 34 of a wired communication system. It will be appreciated by one of ordinary skill in the art that the server identifier 60 can be one mentioned herein or an equivalent. The server identifier 60 enables the communication between the plurality of session clients 12 and the online server 34 using the communication connections, such as the communication connection 30, the first communication connection 32, and the second communication connection 40 of FIG. 1. The server data 58 also preferably includes a server profile 62. The server profile 62 includes information regarding the capabilities of the online server 34. For example, the server profile 62 can include server processing power, server client capability, server session capability, and server access to secondary networks. It will be appreciated by one of ordinary skill in the art that the server profile 62 can include any of those mentioned above in any combination or an equivalent.

Please replace paragraph 0038 (page 14, line 14 through page 15, line 9) with the following amended paragraph:

[0038] FIG. 3 illustrates data stored in the online server 34 of FIG. 2 for an online account user 64, in accordance with the preferred embodiment of the present invention. The online account user 64, for example, can be a first online account user 66 and/or a second online account user 68 as illustrated in FIG. 2. Further, the online account user 64 can be the account user 42 and/or the

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first account user 44 of FIG. 1. For example, as illustrated, the online server 34 stores an account identifier 70, an account password 72, [[an]] account contact information 74, [[an]] account preferences 76, and an account commerce 78. The account identifier 70 is preferably a user name or other identification of the online account user 64. The account password 72 is preferably a codeword or an [[the]] authentication key 166 created and/or known only by the online account user 64 to provide security for access of account information and online session participation. For example, once the online account user 64 is logged into the online server 34, the online account user 64 would be required to input the account password 72 for each financial transaction and setting change. The account contact information 74, for example, can include account user presence, account user availability, account phone number, account mailing address, or account user preferred communication means. It will be appreciated by one of ordinary skill in the art that the account contact information 74 can be any of the contact information mentioned herein or an equivalent.

Please replace paragraph 0043 (page 17, lines 1-13) with the following amended paragraph:

[0043] The plurality of session preferences 90 define defines certain attributes settable by the online session owner. The plurality of session preferences 90, for example, can include text font attributes, filter settings, blocking settings, alert settings, screen names, buddy list groups, electronic mailboxes, parental control settings, an alert option (such as alert on receipt of a new real time session event or no alert on receipt of a new real time session event), guaranteed or non-guaranteed delivery, timeout setting for participation in the online session 80, and number of session events and/or messages to retain in the session history 96. It will be appreciated by one of ordinary skill in the art that the plurality of session preferences 90, in accordance with the present invention, can include any of the session preferences mentioned herein or an equivalent. In one embodiment, the plurality of session preferences 43 includes a session timer. The session timer is a preset time period upon which the online session 80 is active.

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Please replace paragraph 0044 (page 17, line 14 through page 18, line 6) with the following amended paragraph:

[0044] In one embodiment, the plurality of session preferences 90 includes one or more Internet cookie(s) 97 per session. The session Internet cookie is a piece of information that is maintained on the session client 22 by the online server 34. Information contained with the session Internet cookie can, for example, contain the session device type and capabilities, the software application version, and advertisement interests. The session Internet cookie is processed based on a two-stage process. First, the session Internet cookie is stored in the online account user's device, such as the session device containing the session client 22, normally without the online account user's knowledge. One of the functions of the session Internet cookie is to provide personal customization when an online website is re-visited. For example, with customizable web search engines, the online account user 64 selects categories of interest from the online website page. The online server 34 then creates a specific session Internet cookie, which is essentially a tagged string of text containing the user's preferences, and [[it]] transmits this session Internet cookie to the online account user's device. The online account user's web browser, if cookie-savvy, receives the session Internet cookie and stores it in a special file called a cookie list.

Please replace paragraph 0045 (page 18, lines 7-12) with the following amended paragraph:

[0045] During the second stage, the session Internet cookie is automatically transferred from the online account user's device to the online server 34. Whenever the online account user 64 directs his or her their web browser to display a certain web page from the online server 34, the browser will transmit the session Internet cookie containing personal information to the online server 34, whereby the online server 34 formats the content in a personalized manner including directed advertisements.

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Please replace paragraph 0048 (page 18, line 22 through page 19, line 6) with the following amended paragraph:

**[0048]** FIG. 5 illustrates [[an]] auction session data 98 stored by the online server 34 when the online session 80 is an online auction session. Preferably, the auction session data 98 includes an item name 100, an item number 102, an item description 104, a navigational path 106, an auction house 108, an end time 110, a number of bidders 112, a reserve price 114, and a current status 116. It will be appreciated by one of ordinary skill in the art that the auction session data 98 as illustrated in FIG. 5, in accordance with the present invention, can include those items mentioned herein or an equivalent. For example, the auction session data can include an auction type.

Please replace paragraph 0049 (page 19, lines 7-14) with the following amended paragraph:

**[0049]** The navigational path 106 can include, for example, a navigational path to the item of interest, for example a Uniform Resource Locator (URL) of the item within the online auction session. URLs are short strings that identify resources in the Internet computer network 16, including documents, images, downloadable files, services, electronic mailboxes, and other resources. They make resources available under a variety of naming schemes and access methods (such as HTTP (Hypertext Transfer Protocol), FTP (File Transfer Protocol), and Internet protocol[D]) mail addressable in the same simple way).

Please replace paragraph 0050 (page 19, line 15 through page 20, line 5) with the following amended paragraph:

**[0050]** FIG. 6 illustrates [[a]] gambling session data 118 stored by the online server 34 when the online session 80 is an online gambling session. The gambling session, for example, can be a real time gambling session, such as horse and/or dog racing, boxing matches, football, basketball, soccer, baseball, and/or hockey games, and car and/or boat racing. Further, the online gambling session can be non-real time, such as server-based card games where a player can suspend play and return later, and/or a slot machine session. Preferably, the gambling session

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data 118 includes an event name 120, an event number 122, an event description 124, a navigational path 126, a gambling house 128, a start time 130, an end time 132, a number of gamblers 134, a current status 136, and an event monitoring 138. The navigational path 126 can include, for example, a URL of the event of interest in the online gambling session. It will be appreciated by one of ordinary skill in the art that the gambling session data 18, in accordance with the present invention, can be any of the data mentioned herein or an equivalent.

Please replace paragraph 0053 (page 21, line 6 through page 22, line 13) with the following amended paragraph:

[0053] The browser 148 preferably includes a plurality of launch preferences 158 and a plurality of alert preferences 160. The browser 148 is preferably a software application programmed within the session client 22 to enable the online account user 64 to find and view information on the plurality of online servers 14 via the Internet computer network 16. The browser 148, for example, can be a text-based browser using "point-and-click" graphical manipulations. The browser 148 can preferably interpret the Hyper Text Markup Language (HTML) tags in downloaded documents and format the displayed data according to a set of standard style rules. The browser 148 can be hard coded or programmed into the session device, within with which the session client 22 resides, during manufacturing, can be programmed over-the-air upon customer subscription, or can be a downloadable application. It will be appreciated that other programming methods can be utilized for programming the browser 148. It will be further appreciated by one of ordinary skill in the art that the browser 148 alternatively can be hardware circuitry. The plurality of launch preferences 158 within the browser 148 includes data programmable by the online account user 64, such as when the session client 22 will launch and connect to the online server 34. For example, the online account user 64 can program the plurality of launch preferences 158 to launch the session client 22 at a predetermined time prior to the end time 110 of an online auction session or the end time 132 of an online gambling session to allow the online account user 64 to compete against other bidders or gamblers respectively. In one embodiment of the present invention, the plurality of launch preferences 158 can include a preference that, if an auto participate launch is enabled, it will not be launched

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if the session device in which the session client 22 operates is not located near the body since there is no one to participate unless an auto bid program has been loaded and turned on. Alternatively, the plurality of launch preferences 158 can include a preference that, if the session device in which the session client 22 operates is not connected to the online session 80 when it had expired, the session client 22, through the browser 148, automatically goes to the site and retrieves the final results. Similarly, the plurality of launch preferences 158 can include automatically retrieving the final results of the online session 80 in the case an agent was bidding on the buyer's behalf.

Please replace paragraph 0056 (page 23, lines 14-23) with the following amended paragraph:

[0056] The plurality of transfer clients' profiles 156 preferably includes the client profile 246 for each of the plurality of session clients 12 for which the session client 22 can transfer the plurality of session information 182 as required and/or desired. The client profile 246 can, for example, include the connection type (wide area network, short range wireless, infrared data association (IrDA), Universal Serial Bus (USB), or serial). If a wide or local area network was used for communication, the client profile 246 can further include routing information that can be converted to an IPv4 / MAC or IPv6 address. A user friendly name, such as a URL, a Uniform Resource Identifier Identifiers (URI), a phone number or either where a Domain Name Server (DNS) can be used to access a database to obtain the routing routable information (IP addressing).

Please replace paragraph 0061 (page 25, line 8 through page 26, line 12) with the following amended paragraph:

[0061] The plurality of current session data 170 contains information relating to each of the plurality of online sessions 54 in [[for]] which the account user 42 is currently participating, has previously participated, or plans to participate [[in]], using the session client 22. The plurality of current session data 170 preferably includes a session server identification 180 and a plurality of session information 182 for each online session 80 stored within the session client 22. For

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example, a first session server identification 184 and a plurality of first session information 186 are stored within the plurality of current session data 170 for a first current session 188. Similarly, a second session server identification 190 and a plurality of second session information 192 for a second current session 194 are stored within the plurality of current session data 170. The session server identification 180, such as the first session server identification 184 and the second session server identification 190, can be, for example, a unique selective call address in a wireless messaging system. Alternatively, the session server identification 180 can be an IP address, or an IP address and associated number of the port assigned to the online server 34 associated with the online session 80. It will be appreciated by one of ordinary skill in the art that the session server identification 180 can be one mentioned herein or an equivalent. The server identification 180 enables the communication between the session client 22 and the online server 34 hosting the online session 80. Similar to that illustrated in FIG. 4, for each online session 80 included within the plurality of current session data 170, the session client 22 preferably stores the plurality of session information 182, such as the session identifier 86, the session priority 88, the plurality of session preferences 90, the plurality of session participants 92, the plurality of session data 94, the session history 96, and the session Internet cookie 97, as illustrated and described previously in FIG. 4. It will be appreciated by one of ordinary skill in the art that the plurality of session information 182, in accordance with the present invention, can include any of the session information mentioned herein or an equivalent.

Please replace paragraph 0064 (page 28, lines 5-22) with the following amended paragraph:

[0064] The fixed network device 196 further preferably comprises a display driver 212, a general I/O interface or data port 214, and a user interface port 216 that accommodates a user interface 218 including any number of input means for general information entry. In the preferred embodiment, the user interface 218[[],] (e.g., a keyboard 220, a "mouse[[],]" 222, a pen or puck activated tablet (not shown), a trackball 224, an audio activated command recognition processor 226, or the like)[[],] allows a device user to enter and manipulate information using a user input 228. After information is entered, it can be communicated to a wired communication system 230 via a conventional modem 232 or the like. Preferably, the fixed network device 196

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also includes an Ethernet connection 234 for communicating to the wired communication system 230 or for communicating through either a conventional cable modem 236 to a cable headend[[],] or through a (Digital Subscriber Line) DSL connection 238 to the wired communication system 230. The fixed network device 196 can be changed from an active to an inactive state, or from an inactive state to an active state, through the user input 228 to a power circuit 240. The power circuit 240 can be operated manually via the user input 228 directly to the power circuit 240, manually via the user input 228 to the user interface 218, or alternatively automatically via the programming of the CPU 200.

Please replace paragraph 0066 (page 29, line 15 through page 30, line 6) with the following amended paragraph:

[0066] Preferably, the fixed session client 242 automatically updates a CRT 244 when a new session entry has been sent or received by sending a command to the display driver 212. This allows the session history 96 to be updated while the device user is reading it without disturbing the CRT 244. The fixed session client 242 uses the plurality of client data 46 stored in the electronic memory or stored in the memory storage device 210 to perform functions relating to the plurality of online sessions 54. It will be appreciated by one of ordinary skill in the art that fixed networked devices having software-programming capabilities can include client data 46 that is specialized and personalized, such as the plurality of user preferences 168, including display options and screens for each account user 42, or similarly can include the plurality of session preferences 90 for each online session 80. Alternatively, fixed networked devices that do not include software-programming capabilities can include the plurality of client data 46, including the plurality of user preferences 168 that are standard, pre-defined display options and screens for the plurality of current sessions in [[for]] which the fixed session client 242 is participating.

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Please replace paragraph 0067 (page 30, lines 7-23) with the following amended paragraph:

[0067] The plurality of user preferences 168 of the plurality of client data 46 used by the fixed session client 242 further includes various alert options. In one embodiment, the fixed session client 242 notifies the CPU 200 to send a command to an alert circuit (not shown) when new session entries or event information is received and/or when the current time either equals an event time or is within a predetermined time differential of an event time. In another embodiment, the fixed session client 242 notifies the CPU 200 to send a command to the alert circuit when an unread session entry is to be deleted from the memory. Alternatively, no alert can be sent when new session entries or event information is received and stored in the memory. It will be appreciated by one of ordinary skill in the art that other alerting schemes are within the scope of the present invention. Further, the CPU 200 can send a command to the alert circuit in response to [[the]] user input 228 through [[to]] the user interface 218 through to the user interface port 216, such as in response to a device user depressing a button or series of buttons, or, in response to receipt of a message, the CPU 200 can initiate initiates an input signal to the fixed session client 242. The fixed session client 242, in response to the input signal, accesses the plurality of client data 46 stored in the electronic memory for use in operation of the fixed session client 242.

Please replace paragraph 0068 (page 31, lines 1-9) with the following amended paragraph:

[0068] Preferably, the fixed session client 242 includes the client profile 246. The client profile 246 includes information regarding the capabilities and limitations of the fixed session client 242 and also of the fixed network device 196. For example, the client profile 246 can include indication of the media supported by the fixed session client 242 (e.g., audio, video), indication of which features are supported by the fixed session client 242, device type, device display, device battery life, device battery capacity, device processing power, and access to alternate networks. It will be appreciated by one of ordinary skill in the art that the client profile 246 can include any of those capabilities and limitations mentioned above in any combination or an equivalent.

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Please replace paragraph 0073 (page 33, lines 4-16) with the following amended paragraph:

[0073] The first antenna 252 is coupled to the receiver 256, which employs conventional demodulation techniques for receiving the communication signals transmitted by the wireless communication system 276. Coupled to the receiver 256[[,]] is the processor 262 utilizing conventional signal-processing techniques for processing received messages. Preferably, the processor 262 is similar to the MC68328 micro-controller manufactured by Motorola, Inc. of Schaumburg, Illinois. It will be appreciated by one of ordinary skill in the art that other similar processors can be utilized for the processor 262[[,]] and that additional processors of the same or an alternative type can be utilized as required to handle the processing requirements of the processor 262. The processor 262 decodes an address in the demodulated data of the received message, compares the decoded address with one or more addresses 278 stored in an address memory 280 of the device memory 264[[;]] and, when a match is detected, proceeds to process the remaining portion of the received message.

Please replace paragraph 0075 (page 34, lines 1-9) with the following amended paragraph:

[0075] Once the processor 262 has processed a received message, it stores the decoded message in the message memory 282 of the device memory 264 [[278]]. It will be appreciated by one of ordinary skill in the art that the message memory 282, in accordance with the present invention, can be a voicemail box or a group of memory locations in a data storage device. In the following description, the term "message memory" refers to any of the memory means mentioned above or an equivalent. Preferably, when the received message is a message for participation in one of the plurality of online sessions 54[[,]] (for example, the session entry 142), the processor 262 stores the decoded message in the client data memory 284.

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Please replace paragraph 0085 (page 39, line 19 through page 40, line 5) with the following amended paragraph:

[0085] Preferably, the mobile session client 274 includes the client profile 246. The client profile 246 includes information regarding the capabilities and limitations of the mobile session client 274 and also of the mobile device 250. For example, the client profile 246 can include indication of the media supported by the mobile session client 274 (e.g., audio, video), indication of which features are supported by the mobile session client 274, device type, device protocol usage, device display, device battery life, device battery capacity, device processing power, and access to alternate networks. It will be appreciated by one of ordinary skill in the art that the client profile 246 can include any of those capabilities and limitations mentioned above in any combination or an equivalent.

Please replace paragraph 0092 (page 42, lines 11-19) with the following amended paragraph:

[0092] Preferably, the cable session client 294 includes the client profile 246. The client profile 246 includes information regarding the capabilities and limitations of the cable session client 294 and of the cable box 290. For example, the client profile 246 can include indication of the media supported by the cable session client 294 (e.g., audio, video), indication of which features are supported by the cable session client 294, device type, device protocol usage, device display, device battery life, device battery capacity, device processing power, and access to alternate networks. It will be appreciated by one of ordinary skill in the art that the client profile 246 can include any of those capabilities and limitations mentioned above in any combination or an equivalent.

Please replace paragraph 0096 (page 43, line 22 through page 44, line 3) with the following amended paragraph:

[0096] The cable box 290 can be changed from an active state to an inactive state or from an inactive state to an active state through a user input to a cable box power circuit 324. The cable

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box power circuit 324 can be operated manually via the user input to the cable box power circuit 324[[.]] or via the user input to the cable box user interface 316, or can be alternatively operated automatically via the programming of the controller 292.

Please replace paragraph 0097 (page 44, lines 4-8) with the following amended paragraph:

[0097] FIG. 13 is an electronic block diagram of one embodiment of the online communication system 10 of FIG. 1. Specifically, the online communication system 10 as illustrated in FIG. 13 includes[[.]] an Internet server 326, the plurality of session clients 12 within a plurality of mobile devices 328, and the wireless communication system 276.

Please replace paragraph 0099 (page 44, line 17 through page 45, line 22) with the following amended paragraph:

[0099] The wireless system controller 340 is coupled to and oversees the operation of at least one radio frequency (RF) transmitter 342 and at least one radio frequency (RF) receiver 344 through one or more communication links 346. The communication links 346 typically are twisted pair telephone wires, and additionally can include radio frequency (RF), microwave, or other communication links. The RF transmitter 342 and the RF receiver 344 typically are typically used with message store and forward stations that encode and decode inbound and outbound messages into formats that are compatible with landline message switched computers and personal radio addressing requirements, such as cellular messages, short messaging service, or paging protocols. The wireless system controller 340 can also function to encode and decode wireless messages that are transmitted to or received by the RF transmitter 342 or the RF receiver 344. Telephony signals are typically transmitted to and received from the wireless system controller 340 by telephone sets, such as the telephone 330 or a mobile device. The wireless system controller 340 encodes and schedules outbound messages, such as a downlink message 348. The wireless system controller 340 then transmits the encoded outbound messages through the RF transmitter 342 via a transmit antenna 350 to the plurality of mobile devices 328, such as the mobile device 250 of FIG. 11, on at least one outbound radio frequency (RF) channel

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352. The plurality of mobile devices 328, for example, includes a first mobile device 354, a second mobile device 356, and a third mobile device 358 each communicating through a wireless connection, such as the outbound RF channel 352 and an inbound RF channel 360. The downlink message 348 can be, for example, the plurality of client data 46, the session entry 142, the plurality of session information 182, or any other [[of]] similar data. Similarly, the wireless system controller 340 receives and decodes inbound messages, such as an uplink message 362, received by the RF receiver 344 via a receive antenna 364 on at least one inbound radio frequency (RF) channel 360 from one of the plurality of mobile devices 328. The uplink message 362 can be, for example, the plurality of client data 46, the session entry 142, the plurality of session information 182, or any other [[of]] similar data.

Please replace paragraph 0101 (page 46, line 18 through page 47, line 2) with the following amended paragraph:

[0101] Preferably, at least one session client operates within a mobile device. For example, as illustrated in FIG. 13, the first session client 18 operates within the first mobile device 354 and the second session client 20 operates within the second mobile device 356. Similarly, a plurality of session clients can operate within the same mobile device. For example, a third session client 374 and a fourth session messaging client 376 operate within the third mobile device 358. It will be appreciated by one of ordinary skill in the art that, in accordance with the present invention, a mobile device can include no session client, one session client, or a plurality of session clients.

Please replace paragraph 0102 (page 47, lines 3-14) with the following amended paragraph:

[0102] In one embodiment of the present invention, the Internet server 326 is coupled to the wireless system controller 340 of the wireless communication system 276. The Internet server 326 provides a means for real time electronic communication between the plurality of mobile devices 328 and the plurality of online servers 14 via the Internet computer network 16. The Internet server 326, for example, receives a request and, [[can]] in response to such request receipt, sends a response[[, both]] via the wireless system controller 340. The wireless system

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controller 340 then routes the response to the requesting device, which can be a message input device, such as the telephone 330, the computer 332, or the desktop messaging unit 334, or alternatively can be an individual or one of the plurality of mobile devices 328. In the following description, the term "requester" refers to any of the requesting devices mentioned above or an equivalent.

Please replace paragraph 0105 (page 48, lines 8-19) with the following amended paragraph:

[0105] FIG. 14 is an electronic block diagram of one embodiment of the online communication system of FIG. 1. Specifically, FIG. 14 illustrates an embodiment of the present invention in which the online communication system 10 includes the wired communication system 230 of FIG. 10. The wired communication system 230, for example, can include a LAN 380 (local area network), a WAN 382 (wide area network), or a combination of LAN 380 and WAN 382 networks. It will be appreciated that while only a single LAN 380 and a single WAN 382 are shown, multiple LAN 380 networks and/or WAN 382 networks can be interconnected in a manner well known to one of ordinary skill in the art for the transfer of electronic communication, such as electronic mail (email)[[.]] and real time electronic messaging (i.e.,[[.]] instant messaging and chat messaging), including the plurality of session entries 140 and other of the plurality of client data 46.

Please replace paragraph 0106 (page 48, line 20 through page 49, line 13) with the following amended paragraph:

[0106] The general function and operation of the LAN 380 is one of allowing spatially co-located computers, which are typically located within a room, building or campus of buildings, to communicate with each other and/or share common resources on a computer network in a manner well known to one of ordinary skill in the art. The spatially co-located computers are represented pictorially in FIG. 14 as a plurality of network devices, such as the fixed network device 196 of FIG. 10, three of which are shown by example[[.]] (e.g., a first network device 384, a second network device 386, and a third network device 388). Each of the plurality of

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network devices communicates using a network connection 390. Preferably, at least one session client operates within a network device. For example, as illustrated in FIG. 14, the first session client 18 operates within the first network device 384 and the second session messaging client 20 operates within the second network device 386. Similarly, a plurality of session clients can operate within the same network device. For example, the third session client 374 and the fourth session client 376 operate within the third network device 388. It will be appreciated by one of ordinary skill in the art that, in accordance with the present invention, a network device can include no session client, one session client, or a plurality of session clients.

Please replace paragraph 0107 (page 49, line 16 through page 50, line 5) with the following amended paragraph:

[0107] Typical resources shared on the LAN 380 through a LAN server 392 are files on a file server, printers on a print server, electronic message (email) services on an email server, and Internet connection services on an Internet server. The LAN 380 uses a physical network, such as ARCNET, Ethernet, Token-ring, Local Talk or other network media, to connect the computers, which represent wired network nodes into the network. The LAN 380 can employ any one of a number of networking protocols, such as TCP/IP (Transmission Control Protocol/Internet Protocol), AppleTalk™, IPX/SPX (Inter-Packet Exchange/Sequential Packet Exchange), Net BIOS (Network Basic Input Output System) or any other packet structures to enable the communication between clients and the server. In the following description, the term "local area network" or "LAN" refers to a network utilizing any of the networking protocols mentioned above or an equivalent. The LAN 380 can also use routers (not shown) to subnet the LAN 380 organizationally or physically. In this context, the definition of the LAN 380 as described herein refers to a geographic locality of computers and the type of wired media used to interconnect the computers for communication.

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Please replace paragraph 0108 (page 50, lines 6-21) with the following amended paragraph:

[0108] The general function and operation of the WAN 382 is also one of allowing computers to share common resources. However, in this context, the definition used herein is one where the computers are not spatially co-located. The typical resources shared are similar to, if not the same, as found in the LAN 380. However, the WAN 382 uses a different physical network media, such as X.25, Frame Relay, ISDN, Modem dial-up or other media, to connect other computers or other local area networks to the WAN 382 network. The WAN 382, for example, can include a number of well-known private wide area networks[[.]] (one (394) of which is shown by example)[[.]] and public wide area networks[[.]] (one (396) of which is shown show by example), such as CompuServe™, America Online™ (AOL), the MIT computer network, the Motorola™ computer network and Prodigy™. In the following description, the term “wide area network” refers to any of the networks mentioned above or an equivalent. The WAN 382 described above can operate independently[[.]] or can be interconnected through the Internet computer network 16. Likewise, the LAN 380 can also be interconnected to the WAN 382 through the Internet computer network 16, as shown, in a manner well known to one of ordinary skill in the art.

Please replace paragraph 0110 (page 51, lines 3-15) with the following amended paragraph:

[0110] The broadcast communication system 398 preferably includes a cable headend 400, a network PSTN 402, and a plurality of cable boxes, such as the cable box 290 of FIG. 12, three of which are shown by way of example[[.]] (e.g., a first cable box 404, a second cable box 406, and a third cable box 408). Each of the plurality of cable boxes communicates within the broadcast communication system 398 via a wired connection 410. Preferably, at least one session client operates within a cable box. For example, as illustrated in FIG. 15, the first session client 18 operates within the first cable box 404 and the second session client 20 operates within the second cable box 406. Similarly, a plurality of session clients can operate within the same cable box. For example, the third session client 374 and the fourth session client 376 operate within the third cable box 408. It will be appreciated by one of ordinary skill in the art that, in

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accordance with the present invention, a cable box can include no session client, one session client, or a plurality of session clients.

Please replace paragraph 0113 (page 52, line 13 through page 53, line 2) with the following amended paragraph:

[0113] FIG. 16 is an electronic block diagram illustrating an alternative embodiment of the online communication system 10 in accordance with the present invention. As illustrated, the online communication system 10 preferably includes a first communication system 412 having a first plurality of session clients 414[[],] and a second communication system 416 having a second plurality of session clients 418. Preferably, the first communication system 412 and the second communication system 416 are coupled to the Internet computer network 16. It will be appreciated by one of ordinary skill in the art that, while only two communications systems are shown by way of example, multiple communication systems can be interconnected in a manner well known to one of ordinary skill in the art for the transfer of electronic information, communication such as the plurality of client data 46 and the plurality of session information 182, to the first plurality of session clients 414 and the second plurality of session clients 418.

Please replace paragraph 0115 (page 53, line 16 through page 54, line 19) with the following amended paragraph:

[0115] FIG. 17 is a flowchart illustrating the operation of the online communication system 10 in accordance with the preferred embodiment of the present invention. Beginning with Step 420, the transfer clients' profiles 156 for the current sessions 150 are stored in the first session client 18. The first session client 18, for example, can be operating on a first session device, such as the first mobile device 354 of FIG. 13, the first network device 384 of FIG. 14, the first cable box of FIG. 15, or an equivalent. Next, in Step 422, the first session device participates in one or more online sessions of the current sessions 150, such as the first current session 188, the second current session 194 or any other online session 80. For example, the online account user 64 can use the first session client 18 to participate in an online gambling event or an online auction

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event via one or more of the plurality of online servers 14. The first session client 18 operates using the first communication connection 32 and accumulates the plurality of session information 182 for each online session 80 for which the first session client 18 is participating. Next, in Step 424, the process determines whether to activate a session transfer. A session transfer, in accordance with the present invention, is the capability for the online account user 64 to change session communication means within the online communication system 10 from the first session client 18 to the second session client 20. For example, when the online account user 64 establishes the first communication connection 32 using the fixed network device 196 and thereafter needs to become mobile, the online account user 64 can activate a transfer of the first client data 50, including the plurality of current session data 170 accumulated for the plurality of current sessions 150, to the second session client 20, which, for example, can operate on the mobile device 250. When no data transfer is required or requested in Step 424, the first communication connection 32 is maintained in Step 422, whereby the first session client 18 continues operating using the first communication connection 32 and accumulates the plurality of session information 182 for each online session 80 for which the first session client 18 is participating. In Step 426, when a session transfer is activated in Step 424, the session transfer is initialized.

Please replace paragraph 0116 (page 54, line 20 through page 55, line 20) with the following amended paragraph:

[0116] FIG. 18 is a flowchart illustrating one embodiment of the operation of the online communication system 10 at Step 426 of FIG. 17 in accordance with the present invention. Starting at node A, at step 432, the online account user 64 has decided to perform a session transfer from the first session client 18 to another session client of the plurality of session clients 12. For example, the online account user 64 can decide to perform a session transfer from the first session client 18 operating on the first network device 384 to another session device operating within the online communication system 10. In Step 432, the online account user 64 selects the second session client 20 from among the plurality of transfer clients' profiles 156 of the first session client 18 stored in Step 420 of FIG. 17 to which to transfer the first client data

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50, including the plurality of current session data 170 accumulated for the plurality of current sessions 150 [[to]]. Once the client profile 246 for a transfer device is selected from among the plurality of transfer clients' profiles 156 using the first session client 18 on the first session device, in Step 434 a session transfer notification is sent from the first session client 18. In one embodiment, the session transfer notification is sent from the first session client 18 to each online server 34 of the plurality of online servers 14 associated with each of the plurality of current sessions 150 informing the plurality of online servers 14 to pass the plurality of session information 182 for each of online session 80 to the chosen transfer session client. For example, a session transfer notification is sent to the online server 34 hosting an auction event including a request for the auction session data 98 to be sent to the second session client 20. Similarly, the session transfer notification can be sent to the online server 34 hosting a gambling event including a request for the gambling session data 118 to be sent to the second session client 20.

Please replace paragraph 0119 (page 56, line 14 through page 57, line 2) with the following amended paragraph:

[0119] In utilizing the approach illustrated in FIG. 18, the first session device can traverse the online server 34 that will provide a logical connection between the two session devices. [[,]] An [[an]] example is an instant messaging server that allows messaging information to be passed between two session devices. In this method, the second session device will have to have a username and a password to access the online server 34 while the first session device will be able to determine when the second session device becomes available either through presence information or a periodic polling of the second session device. In a preferred method, the session devices performing the transfer are easily addressable and do not require intervention by the online server 34 to carry out the transfer of the plurality of session information 182. It will be appreciated by one of ordinary skill in the art that IPv6 or an equivalent provides this capability.

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Please replace paragraph 0121 (page 57, line 18 through page 58, line 8) with the following amended paragraph:

[0121] Referring back to FIG. 17, in Step 428, the first session device and the second session device create a communication connection. It will be appreciated by one of ordinary skill in the art that the communication connection can be made using the data transfer application 248 of each of the first session device and the second session device, the first session client 18 and the second session client 20, or any combination thereof. The connection can be either directly from the first session device to the second session device[[,]] or through the wide area network 382, the local area network 380, the Internet computer network 16, short range wireless (e.g.,[[,]]) IrDA (Infrared data association standard), Bluetooth, USB (Universal Serial Bus), or Serial), the wireless communication system 276, the wired communication system 230, the broadcast communication system 398, or any combination thereof. It will be appreciated by one of ordinary skill in the art that the connection can be any of the connections described herein or an equivalent. During the setup process of Step 428, both session devices can choose to authenticate and negotiate an encryption layer (not shown).

Please replace paragraph 0122 (page 58, lines 9-22) with the following amended paragraph:

[0122] Next in Step 430, the session transfer is accomplished. In Step 430, the second session device is provided with the necessary content, including the plurality of current session data 170 accumulated for the plurality of current sessions 150, for the online account user 64 to continue with the plurality of current sessions 150 on the second session device. Depending upon how each online server 34 of the plurality of online servers 14 is configured, the transferable content can be as simple as a [[an]] URL and a Cookie (updateable information maintained by the online server 34 on the session device) or can require additional information, such as the auction session data 98 for an auction event or the gambling session data 118 for a gambling event. Each online session 80 is transferred from the first session device to the second session device. It will be appreciated by one of ordinary skill in the art that, optionally, in Step 430, the two session devices can perform an authentication / verification process and negotiate an encryption method

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(not shown) using, for example, the authentication key 166. The process then continues goes to node C.

Please replace paragraph 0123 (page 59, lines 1-22) with the following amended paragraph:

[0123] FIG. 20 is a flowchart illustrating the operation of the online communication system 10 in accordance with the preferred embodiment of the present invention. Beginning with node C, the second session device has received the plurality of session information 182 required to seamlessly continue the plurality of online sessions 150. At Step 442, the process determines whether an input by the online account user 64 has requested to go to an event site on the online server 34. Preferably, the event site is associated with at least one online session of the plurality of current sessions 150 in which the plurality of session information 182 was transferred to the second session device in Step 430 of FIG. 17. When a user input has been received, the process continues to Step 460. When no user input has been received in Step 442, the process proceeds to Step 444 in which it is determined whether an asynchronous event notification has been received from the online server 34. Step 444 provides asynchronous external device event(s) to the session client 22 containing the online session application. For example, for an online auction session, the event can include a higher bidder, a time remaining, an auction result(s), and a new auction with a similar item. For an online gambling session, the event can include a change in odds, an updated score, a time remaining, a change in position of players or animals on the event field, [[a]] late breaking news that would have a bearing on outcome, and a past session history performance. It will be appreciated by one of ordinary skill in the art that the event can be any of those mentioned herein or an equivalent. Similarly, in Step 444, an expiring of event parameters (not shown) internally to the device can be an alternative to the asynchronous event notification from the online server 34.

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Please replace paragraph 0124 (page 60, line 1 through page 61, line 7) with the following amended paragraph:

[0124] When a server event notification has been detected in Step 444, the process continues with Step 446 in which it is determined whether user presence is required. When user presence is not required in Step 446, the process continues to Step 460. When user presence is required in Step 446, at node D and Step 448, the process determines whether the online account user 64 is present. Preferably, the session client 22 determines if the online account user 64 is within close proximity of the session device and continues this process until the online account user 64 is within proximity of the session device. It will be appreciated by one of ordinary skill in the art that the user presence detection can be accomplished using several methods known in the art. For example, the session device can include one or more infrared sensor(s) for heat sensing[[;]] and, using the output of one or more such sensors, [[to]] determine if the online account user 64 is in the vicinity of the session device. Similarly, the session device can include an audible sensor that can listen for the online account user's voice pattern to determine relative proximity to the session device. Alternatively, the session device can use a proximity detector such as the detector described in United States Patent No. number 5,956,626, issued September 21, 1999, and entitled titled "Wireless Communication Device having an Electromagnetic Wave Proximity Sensor" to Kaschke et al., which patent is assigned to the assignee of the present invention[[, and which is]] incorporated by reference herein. Alternatively, a detection device can be located on the online account user's body including a pairing between this detection device and the session device communicating via short-range connectivity. The short-range connectivity can be Bluetooth and utilize the service discovery process of Bluetooth to determine when the online account user 64 is within proximity of the session device. When the presence of the online account user 64 is detected in Step 448, at node E, the process continues to Step 460. When the presence of the online account user 64 is not detected in Step 448, at node F and in Step 450, the session device stores the event notification information in memory for later use once the user presence is detected. For example, the session device stores the event notification information in the client data memory 284. The process thereafter continues with Step 448 and node D checking periodically for presence of the online account user 64.

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Please replace paragraph 0125 (page 61, line 8 through page 62, line 5) with the following amended paragraph:

[0125] Returning to Step 444, when no server event notification is detected, in Step 452, the session device determines if the current time has past the time of the event start. For example, when the session device is the fixed network device 196, the timing clock 198 sends the current time to the CPU 200, which then compares the current time to the time of the event. Similarly, when the session device is the mobile device 250, the clock 260 sends the current time to the processor 262, which then compares the current time to the time of the event. When the current time has past the time of the event start, the process continues to Step 456. When the current time has not past the time of the event start, in Step 454, the session device determines whether the time of the event is within a specified range of the current time (note, one skilled in the art will recognize that it is common practice in software programming to check to see if a timer value is within a specified range—for example, the application would look for a range from 5 to 0 minutes before the event[[.]]). For example, when the session device is the fixed network device 196, the timing clock 198 sends the current time to the CPU 200, which then compares the current time to the specified range of the time of the event. Similarly, when the session device is the mobile device 250, the clock 260 sends the current time to the processor 262, which then compares the current time to the specified range of the time of the event. When the time of the event is not within a specified range of time, the process cycles back to node C and Step 442. When the time of the event is within a specified range of time, the process continues at Step 456.

Please replace paragraph 0128 (page 63, line 6 through page 64, line 9) with the following amended paragraph:

[0128] Referring back to FIG. 20, when user presence is not required in Step 456, or user presence is required in Step 456 and user presence is detected in Step 458, the process continues to Step 460. In Step 460, the session client 22 utilizes the plurality of session information 182 and the session server identification 180 previously stored in the application folder area to

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retrieve the latest information on the event from the online session site and begins to process the information. It will be appreciated by one of ordinary skill in the art that, at Step 460, the session client 22 can retrieve the latest information on the event or based upon an event stimulus. Next, in Step 462, the current state of the event retrieved from the event site is stored in the memory of the session device. For example, the current state of the event can be stored in the memory slot 286 for the online session 80 of the client data memory 284 of the session device. Next, in Step 464, the process determines whether the online session 80 has ended. In Step 466, when the online session 80 has ended, the session client 22 stores the results and other state information in the memory of the session device and alerts the online account user 64 of the session results. For example, the results and state information can be stored in the memory slot 286 for the online session 80 of the client data memory 284 of the session device. Types of state information that can be stored include the URL where results reside and the last URL visited. For an auction online session, the state information can include the auction item description / identification, the sale amount, similar items, and the sellers store front URL. For a gambling online session, the state information can include the type of event (e.g., [[:]] football, racing or boxing), the score, prior history of related events (for example, who won the event the last time the same players met), and event odds. When the session has not ended in Step 464, the process continues to Step 468, wherein the online account user 64 is notified of the current state. Next, in Step 470, the online account user 64 is alerted preferably when the event is actionable. The process then cycles back to node C and Step 442.